

Oxenfurt

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The wooden, colorful town of Oxenfurt with its narrow streets and pointed roofs. A town of miracles into which shrewd people, full of initiative, have turned dry and useless theories drawn from the university into profit." — Dandelion's Memoirs

Located on the northern shore of the Pontar River, approximately three hundred miles west of the Redanian capital of Tretogor, Oxenfurt is the vibrant, beating heart of academia in the Northern Kingdoms. Built over the bones of an ancient elven settlement, the city is a bustling and bawdy haven for students, artists, scholars, and freethinkers.

While the Third Northern War rages and King Radovid's armies march, Oxenfurt remains remarkably insulated by its own cultural momentum. Here, the young reign supreme—with a mug of something strong in hand—blazing new trails in fashion, science, and thought. From the by-products and chippings of theory, an entire ecosystem of workshops, taverns, and merchants has sprung up, creating wonderful things unattainable anywhere else on the Continent.

Contents

1. Atmosphere & Rules of the City
2. Layout & Amenities
 - 2.1. Prices & Services
 - 2.1.1. Market, Taverns & Academia
3. Key Personnel
4. Areas of Interest
5. Rumors & Plot Hooks
6. GM Note

Atmosphere & Rules of the City

Oxenfurt is a city of sharp contrasts: the smell of exotic spices and roasting meats from portable street grills clashes with the stench of the harbor and the ink-stained halls of the university. The noise is a constant hum of philosophical debates, drunken student choruses, and the clatter of Redanian guard patrols.

Navigating the city requires understanding its unique academic and civic structures:

- **The Academic Firewall:** The university strictly isolates its curriculums. The professional educations of Scholars, Medics, and Bards are completely segregated from militant, survival, or tactical disciplines. The Academy focuses purely on the infrastructure, economy, and theoretical operations of the world. Even visiting combat veterans or Witchers will find that the education of a Scholar never overlaps with the training of a killer.
- **The Golden Pouch Endowment:** Oxenfurt's lively, bawdy culture is sustained by a historic civic treasury known as the Golden Pouch Fund. Dictated by strict city charters, this massive endowment is restricted entirely to maintaining the city's colorful noble aesthetics, throwing raucous student festivals, and providing sweeping civilian food subsidies. This keeps the street vendors incredibly cheap despite wartime inflation.
- **Redanian Martial Law:** Despite the student revelry, Redanian soldiers guard the Guildenstern Bridge and the Novigrad Gate. Non-humans are treated with heavy suspicion, and openly criticizing King Radovid in front of the guards is a quick way to end up in Deireadh Prison.

Layout & Amenities

Oxenfurt features narrow cobblestone streets, towering pointed roofs, and remnants of beautiful elven masonry. The city is divided roughly into the bustling Harbor, the commercial thoroughfares, and the massive campus of the Academy itself.

Prices & Services

Thanks to the civilian food subsidies and the massive student population, basic

living in Oxenfurt is surprisingly cheap, though luxury items and academic access remain highly exclusive.

Market, Taverns & Academia

Service / Location	Cost	Description
Street Grill Skewers	2 Crowns	Heavily spiced, exotic meats cooked on portable grills. Incredibly cheap and filling.
The Alchemy (Room & Board)	12 Crowns / night	A popular, perpetually loud student tavern. Famous for strong ales and heated debates.
University Library Access	50 Crowns / week	Grants access to the largest repository of knowledge in the North. (Restricted sections require faculty permission).
Borsodi's Auction House Buy-in	500 Crowns	A deposit required to simply hold a paddle during the high-society art and relic auctions.
Medical Treatment (Shani's Clinic)	10 - 30 Crowns	High-quality, modern medical care. Prices scale based on the patient's ability to pay.

Key Personnel

- **Shani (Head Medic):** A brilliant, pragmatic, and highly compassionate young doctor who runs a clinic near the harbor. As a prominent Academy alumna, she has deep connections throughout the city and often patches up adventurers no-questions-asked.
- **Horst Borsodi (The Auctioneer):** A ruthless, wealthy merchant who controls the Borsodi Auction House. He deals in rare artifacts, confiscated estates, and high-end magic items. He is heavily guarded and deeply paranoid about his estranged brother, Ewald.
- **Stjepan (Tavernkeep of The Alchemy):** A patient man who has seen every kind of drunken student stunt imaginable. He knows every rumor in the city

and is a premier player of Gwent.

Areas of Interest

- **The Oxenfurt Academy:** The sprawling, prestigious university. It features distinct faculties for Natural History, Medicine, Troubadours, and Applied Sciences. The campus is a maze of lecture halls, laboratories, and manicured Thinker's Parks.
- **Deireadh Prison:** A grim, highly fortified Redanian prison located on a small island off the city's coast. It is where Radovid sends political dissidents, disgraced mages, and captured Scoia'tael.
- **The Oxenfurt Sewers:** Originally elven aqueducts, the sewers have been expanded into a massive, labyrinthine network. They are largely unmapped and serve as a home to terrifying necrophages and illicit student secret societies.

Rumors & Plot Hooks

- **The Oxenfurt Drunk:** A serial killer—or a monster—is stalking the narrow streets after dark, specifically targeting inebriated students stumbling home from The Alchemy. The city guard is useless, and the local student union pools their coin to hire the players for protection.
- **The Borsodi Heist:** A shadowy stranger approaches the party with blueprints to the Borsodi Auction House vault. They are putting together a crew to bypass the Redanian guards, disarm the magical wards, and steal a specific historical artifact before it goes to the highest bidder.
- **The Stolen Thesis:** A desperate Scholar hires the party. Their groundbreaking thesis on a rare alchemical process was stolen by a rival professor who plans to present it as their own to the Academy Chancellor tomorrow morning. The players must infiltrate the professor's heavily trapped estate and retrieve the document without triggering the city guard.

GM Note

The Academic Hub Oxenfurt is the ultimate staging ground for the **Scholar**, **Doctor**, **Bard**, and **Craftsman** professions. If a player spends an afternoon

researching in the Academy libraries or debating in The Alchemy tavern, they gain a **+3 to their next Education, Science, or Fine Arts check**. Furthermore, Craftsmen can almost always find rare diagrams or master-level tools in the specialized workshops surrounding the campus.



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